DONKEY KONG®

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Donkey Kong® Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Can you save Pauline from the clutches of Donkey Kong? Help Mario scale the construction site to rescue his girlfriend, Pauline. Dodge the fireballs and barrels that Donkey Kong hurls down the ramps and ladders to thwart your efforts.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

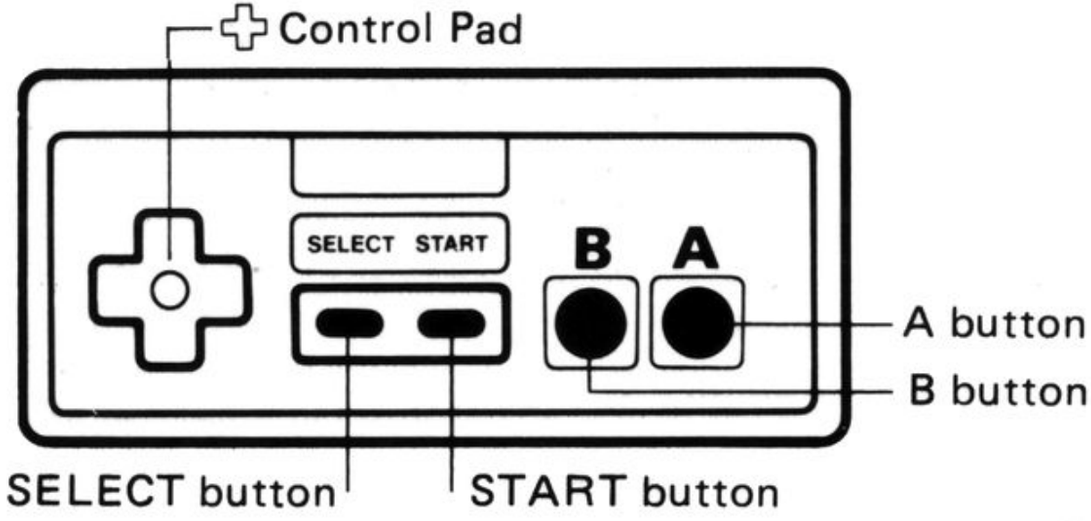
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

Nintendo of America Inc.
©1986 Nintendo

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For playing alone.
Controller 2 – For second player in 2 player games.

Controller 1/Controller 2

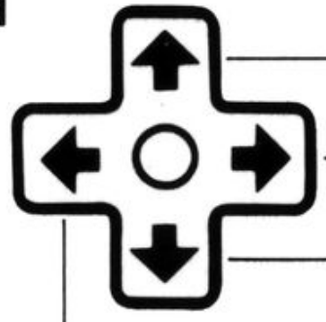


A button
He Jumps

B button
Not Used.

Control Pad

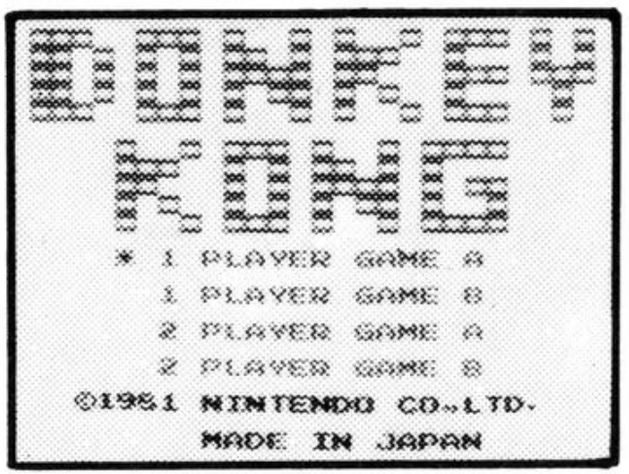
Moves Mario.



He Climbs up the Ladder.
He Runs to the Right.
He Climbs Down the Ladder.
He Runs to the Left.

* Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**



SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the asterisk (*) to the game you wish to select:

1-Player game A – Beginner
1-Player game B – Expert
2-Player game A – Beginners
2-Player game B – Experts

The Select button will not work once the game has begun.

START button

Press this button to begin.

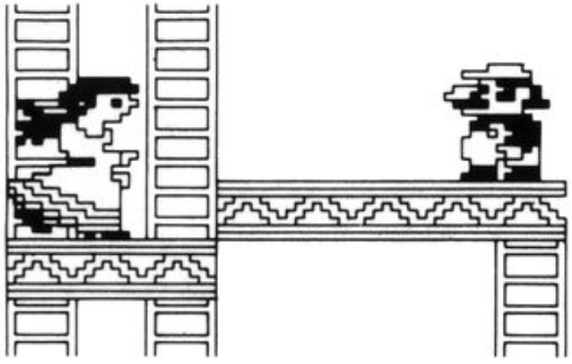
Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

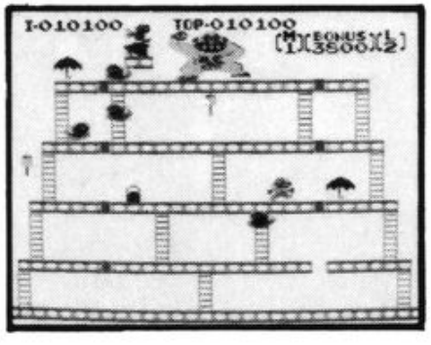
* The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games
* Use Controller 1 and 2 for 2 Player games

3. HOW TO PLAY

Mario's purpose: To save Pauline who has been kidnapped by Donkey Kong.



In rounds I and II Mario makes his way towards Pauline in the upper part of the screen.



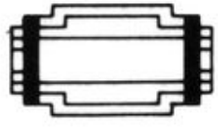
In round III he runs on the steel girders and pulls out bolts. If he can pull out all of the bolts, the girders will fall, Donkey Kong will tumble headlong down to the ground, and Pauline will be saved . . . for now.

Characters

Mario

Pauline

Donkey Kong

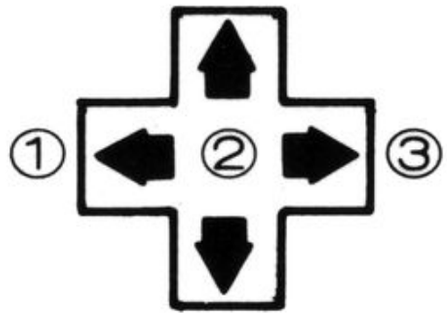


Barrel

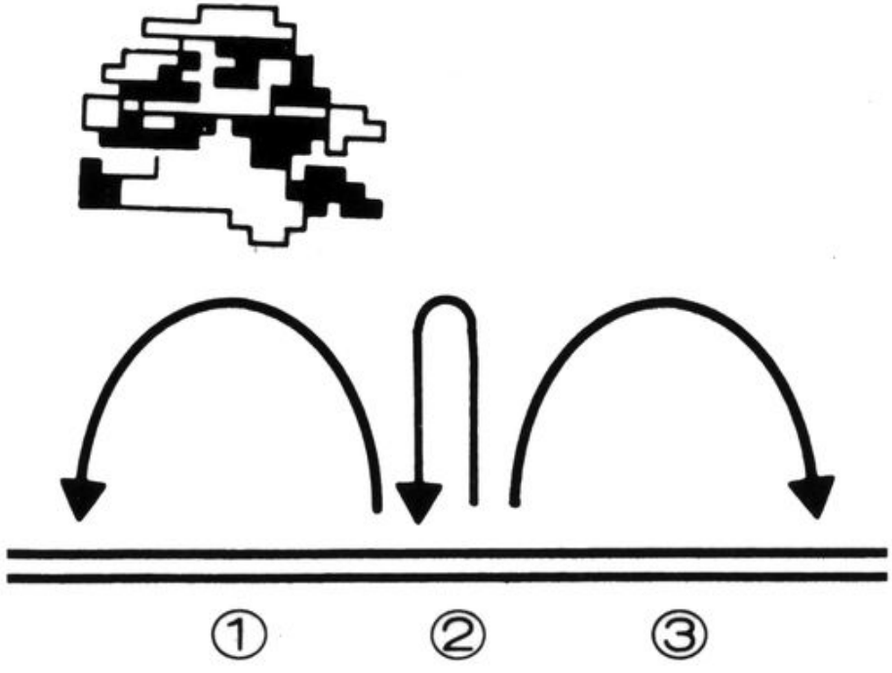
Fireball

Jack

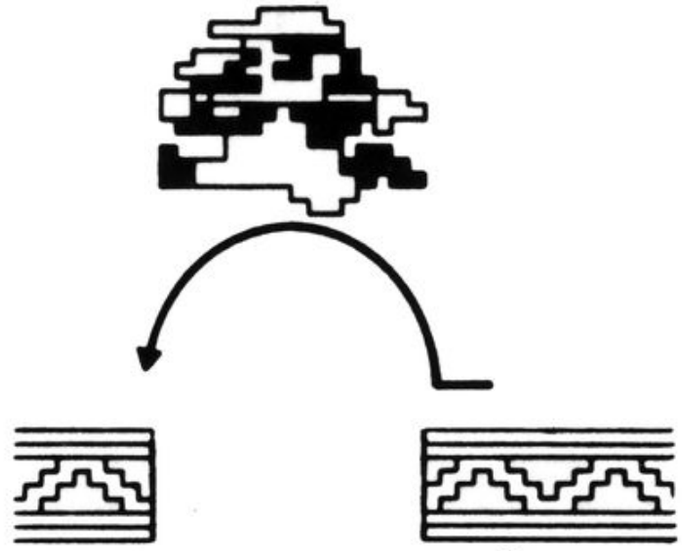
Hint: Take advantage of jumps



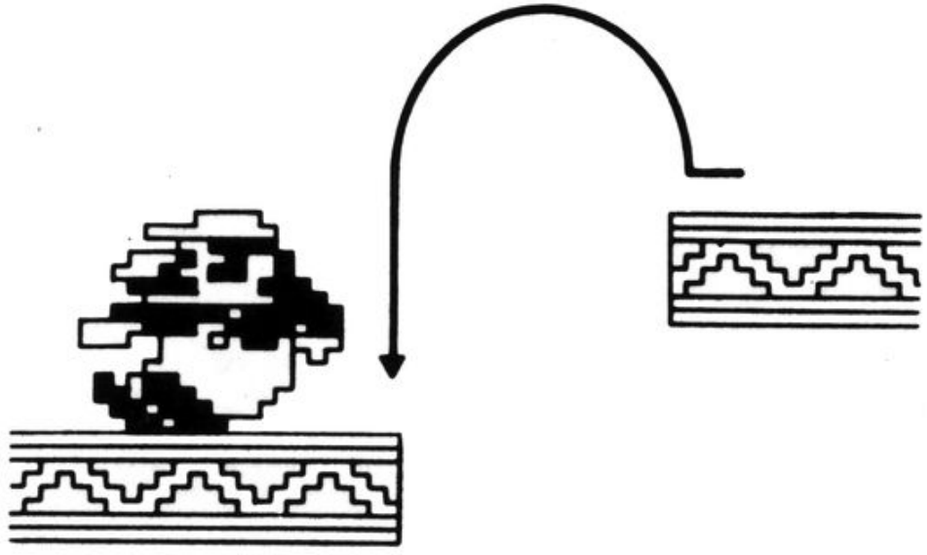
* You can jump to the left, upward or to the right. Push the Control Pad in the direction you want to jump, and at the same time push the jump button.



* Mario cannot jump on or off the ladders.

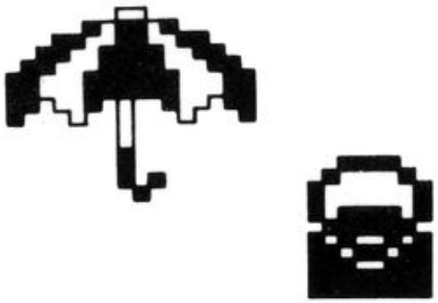


* Mario can jump the distance of two sections of the steel girders.



* Jumping down:
  Mario can only survive a jump down the height of two sections of the steel girders — the same as Mario's height.

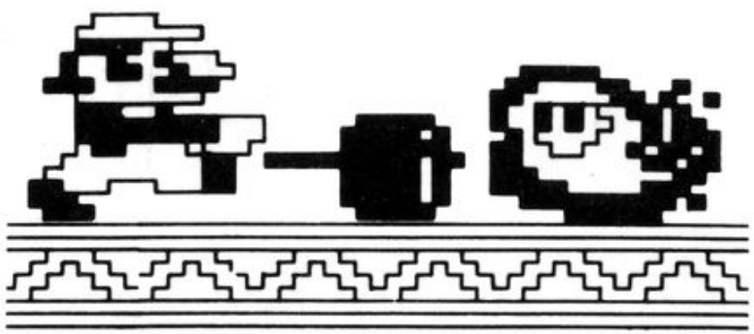
Scoring

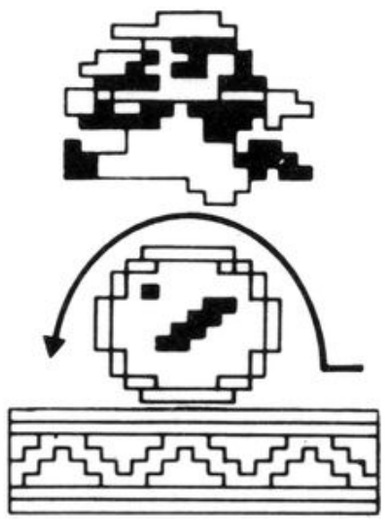


- You can gain points by picking up things dropped by Pauline (parasol and purse).

- **Bonus points**
  When you reach Pauline, bonus points will be added to your score.
  Note: If you take too much time, the bonus points will decrease. When they reach zero, time runs out and this means the end of Mario.

- **Invincible hammer**
  If you bonk a barrel or a fireball with the hammer, you gain points.

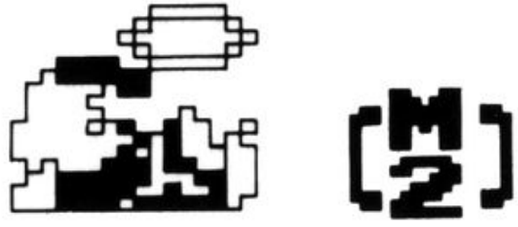




- **Jump**
  You also gain points if you jump over a barrel successfully.

Extra bonus

If your score goes over 20,000, an extra Mario will be added.

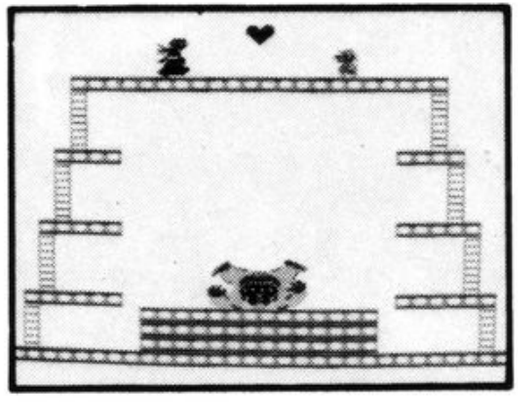


Beware!

The following spell the end of Mario:

- When Mario bumps into a barrel or a fireball,
- When the jack bounces and hits Mario, or
- When Mario falls off the girders.

When all Marios are gone, the game is over.



Loops:

If you succeed in finishing round III and saving Pauline, one loop is completed. Challenge the second loop! As you go on, your enemies increase in number and speed. You can compete with your friends by score or by the number of loops completed!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98052 U.S.A.

PRINTED IN JAPAN